WS8065US02

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We recommend that you retain our address for future reference.
Product and colors may vary. Packaging printed in China.
This product is not suitable for children under 3 years because of small parts - choking hazard.

MADE IN CHINA

CAUTION
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE
This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular Installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or experienced radio/TV technician for help

User **Manual**

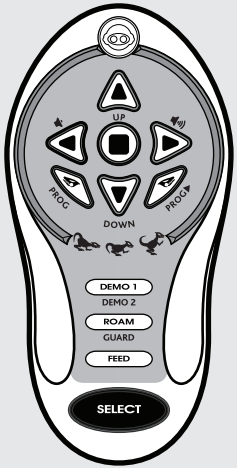
Item No. 8065 | Ages 8+

ROBOREPTILE™

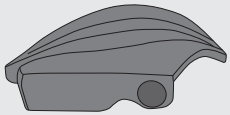
A FUSION OF TECHNOLOGY AND PERSONALITY

Congratulations on purchasing your new Roboreptile.

Be sure to read this manual carefully for a complete understanding of the many features of your new Roboreptile.



Remote Controller



Hood Accessory

This package contains:
1 x Roboreptile
1 x Controller
1 x Hood Accessory

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BATTERY DETAILS AND POWERING ON

Battery requirements

Your remote controller is powered by 3 x "AA" size batteries (not included).
Your Roboreptile is powered by 6 x "AA" size batteries (not included).

Battery installation

1 Before installing or changing batteries, ensure the Roboreptile's ON/OFF button is in the OFF position.

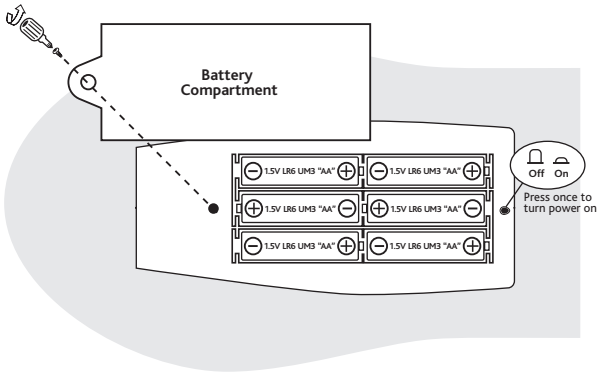
2 Remove the battery compartment covers using a Phillips or crosshead screwdriver (not included).

3 Insert batteries (not included) into the Roboreptile and controller as shown in the diagrams.

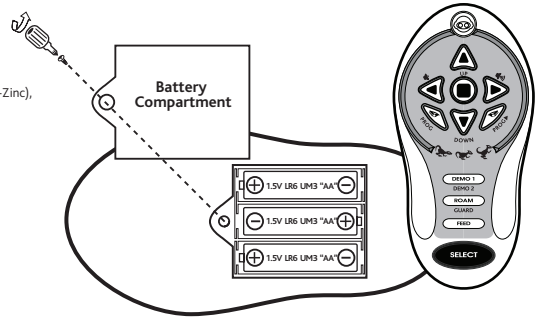
4 Replace the battery compartment covers and the screws.

5 Press the ON/OFF button to the ON position.

Bottom view of Roboreptile



Bottom view of Roboreptile controller



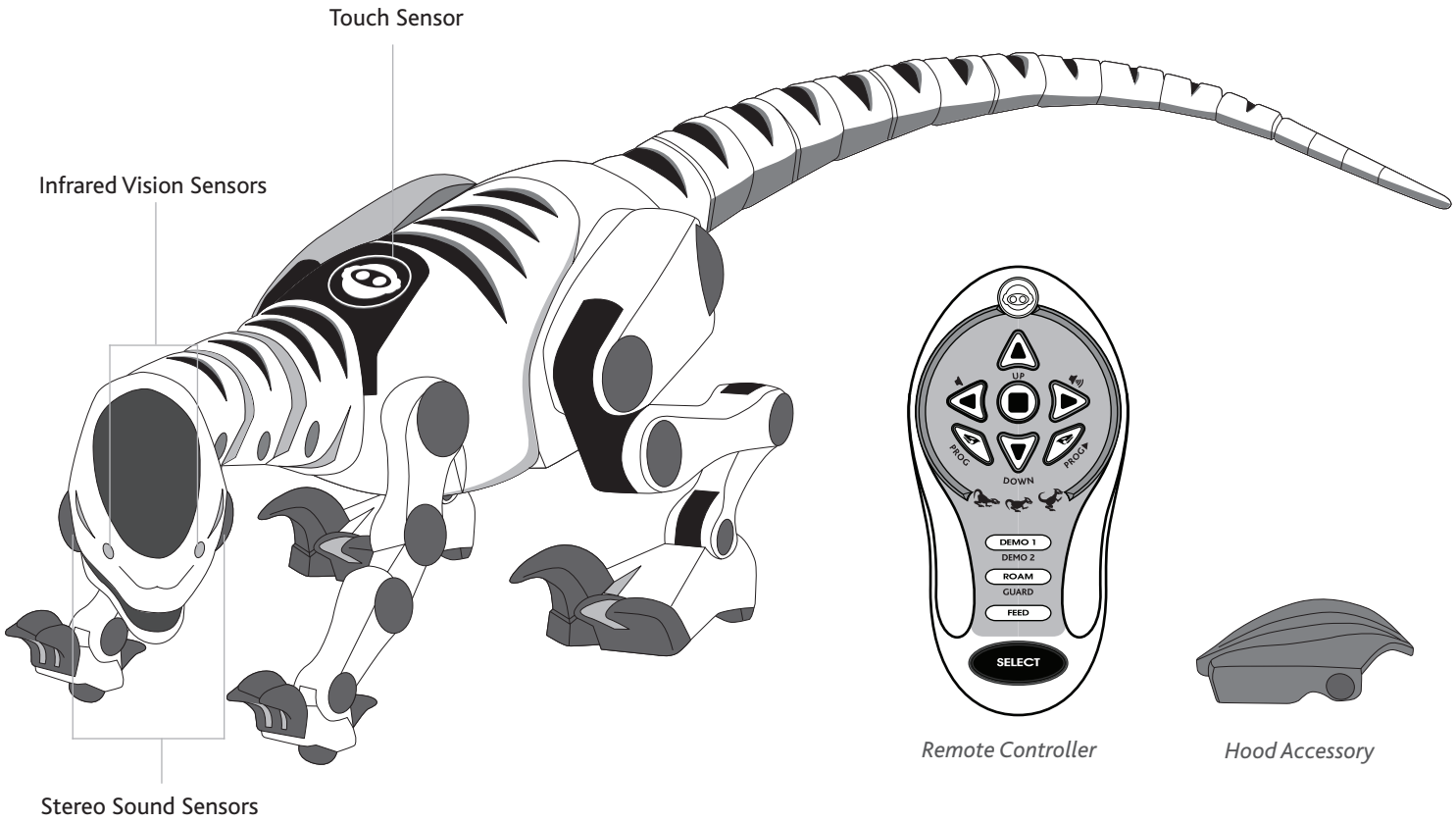
Powering ON

Roboreptile will perform a start-up routine which cannot be interrupted; he will then wait for interaction.

If no interaction occurs for about 30 seconds, Roboreptile will enter Free Roam Mode (see p.5).

Attention: Important Battery Information

- Use only fresh batteries of the required size and recommended type
- Do not mix old and new batteries, different types of batteries [standard (Carbon-Zinc), Alkaline or rechargeable] or rechargeable batteries of different capacities
- Remove rechargeable batteries from the toy before recharging them
- Rechargeable batteries are only to be charged under adult supervision
- Please respect the correct polarity, (+) and (-)
- Do not try to recharge non-rechargeable batteries
- Do not throw batteries into the fire
- Replace all batteries of the same type/brand at the same time
- The supply terminals are not be short-circuited
- Remove exhausted batteries from the toy
- Batteries should be replaced by adults
- Remove batteries if the toy is not going to be played with for some time



Remote Controller

Hood Accessory

REMOTE CONTROLLER FUNCTION CHART

The Remote Controller has 3 layers

Press the Select Button to cycle through the layers.

The light stays lit (layer active) for about 30 seconds after the last button press and then returns to 'layer 1'.

To see these controls outlined in more detail:

Controller Layer 1 (p.12)
Controller Layer 2 (p.13)
Controller Layer 3 (p.14)

Roboreptile responds to remote control commands more easily when you are in front of him. He will not see as well if the controller is behind him.

Layer 1	Layer 2 Press SELECT x1	Layer 3 Press SELECT x2
No light	**Red light**	**Green animated light**
Forward	Up on back legs	Jump
Backward	Down on all fours	Sweep
Left	Volume down	Tail strike left
Right	Volume up	Tail strike right
Stop	Stop	Stop
Head left	Program mode	Attack
Head right	Program play	Shake
Demo 1	Demo 2	Dizzy
Roam	Guard mode	Bite
Feed	Feed	Feed

FREE ROAM MODE, MOODS AND SLEEP MODE

Roboreptile starts in Direct Control Mode and is in this state whenever he is waiting for, or performing, a controller command.

Roboreptile enters Free Roam if his Touch Sensor is pressed, after reacting to sound, if the Free Roam button is pressed, after reacting to infrared vision, after feeding, after the hood is removed, or if he is left standing for about 30 seconds.

While in Free Roam mode, Roboreptile will avoid obstacles using his Infrared Vision System. Occasionally he will stop moving and listen for sharp, loud sounds using his Sonic Sensors. During this time his vision and touch sensors are active.

Roboreptile's response to environmental stimuli depends on the mood he is in - Hungry Mood or Satisfied Mood.

If left in Free Roam Mode for about 5 minutes without any user interaction, Roboreptile will power down. The only way to power him back up is to turn him OFF and then ON again.

MOODS

Hungry

This is Roboreptile's default mood. He is always hungry, aggressive and active while in this mood.

Satisfied

After he has been fed (see p.7), he is lethargic and slow. He will exit Satisfied Mood if left alone for about 60 seconds or if any controller button is pressed.

Hooded

With the hood on, Roboreptile is in Hooded Mood and Subdued (See p.6 for Hooded Mood - Subdued, Sleep Mode and Power Down). Roboreptile's vision and sound sensors are inactive in this mood. To activate Roboreptile, remove his hood and he will return to Hungry Mood.

Roboreptile can be difficult to hood when he is in Hungry Mood as he is very aggressive. It is easier to put the Hood accessory on after he has eaten (see Feeding - p.7), as he will be calmer and less likely to shake the hood off.

If Roboreptile succeeds in shaking the hood off before he calms down, he will be really aggressive!

Hooded - Subdued

With the hood on, Roboreptile is subdued. Once you take his hood off, he will wake up angrily. During this time he will periodically emit a calm breath sound.

NOTE
Any object that can cover all the sensors in Roboreptile's head can be used in place of the Hood. A dark environment will have the same reaction.

Hooded - Sleep Mode

After about 40 seconds Roboreptile will fall asleep. If you take his hood off now he will wake up slowly. He will not make the breathing sound during this time.

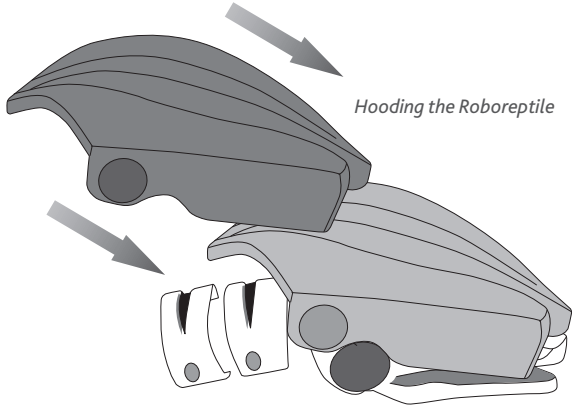
Power down

After sleeping for approximately 10 minutes, Roboreptile will power down to save his batteries. To wake him up, turn him OFF and then ON again.

By listening to Roboreptile's breathing you can tell whether he is subdued or asleep. Roboreptile will still respond to his touch sensor until he has gone into sleep mode.

Slide the Hood over Roboreptile's head from the back to the front. Do not force the Hood onto its head from directly above or from the front.

See also Moods on p.5



Hooding the Roboreptile

Roboreptile can be fed to calm him down. To feed Roboreptile, PRESS AND HOLD the Feed button. He will not react to the feed signal while hooded.

Tracking

Activating the feed button will make Roboreptile sit up on his back legs and track the controller signal left or right with his head. (This will interrupt whatever mode Roboreptile is in).

If the signal moves too far left or right, Roboreptile will follow the controller by turning his body left or right with his legs. It is possible to tease Roboreptile if you keep making him turn in either direction like this while tracking the food, and he will perform an animation.

Chasing

By holding the controller still for about 4 seconds, Roboreptile will get a bearing on the food source position and go into chase mode. He will run towards the controller, turning left or right as necessary. (He won't know when he has reached the controller).

If he chases the food for about 30 seconds he will get annoyed and stop chasing.

Signal lost

If the signal is lost he will wander off and will not feed.

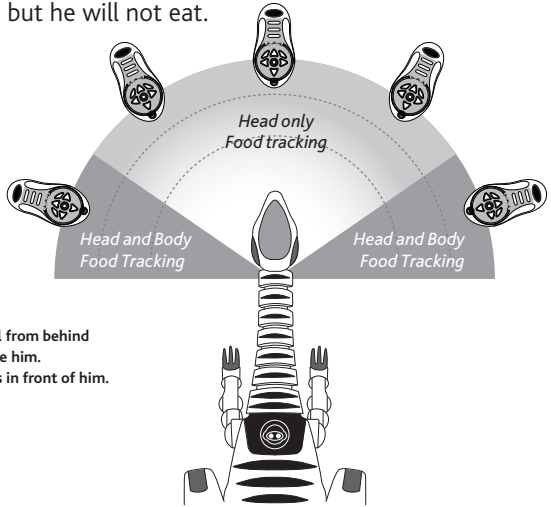
Feeding

To make Roboreptile eat after tracking and chasing, release the feed button. To instantly feed Roboreptile without tracking and chasing, press and quickly release the Feed button.

Satisfied Mood

After he has eaten his mood will change to 'Satisfied Mood'. This will last for about 60 seconds (not including obstacle avoidance and user interruptions) before he goes back into Hungry Mood.

Roboreptile will track, run and chase his food signal when in Satisfied Mood but he will not eat.



NOTE
Sending the Feed signal from behind Roboreptile will confuse him. He will think his food is in front of him.

VISION SENSORS

Roboreptile has Infrared Vision Sensors that enable him to detect movement and avoid obstacles in his path. The sensors react best to movement in the area just in front of his nose.

Roboreptile's Vision Sensors will react when moving or stationary, but he is unable to see anything when hooded. To interact with Roboreptile using his Vision Sensors, he must stop moving first otherwise he will perform an Obstacle Avoidance.

Moving – Obstacle Avoidance

While moving, his reactions are called Obstacle Avoidance and will be the same whether he is in Hungry or Satisfied Mood.

While walking he is not able to detect movement so he will react to any object (including the user) that enters his field of vision as if it is an obstacle, whether it is moving or stationary.

Stationary

When stationary, he will react differently to an object entering his field of vision. When he first sees an object he will jump up onto his back legs. He will track the movement of an object left and right.

Tracking for too long

If Roboreptile tracks an object for too long he will become bored, perform an animation and stop tracking the object.

Object lost

If the object Roboreptile is tracking is lost, he can sometimes find it again. If the object has been lost for too long he will walk away.

Dizzy

Moving the object that Roboreptile is tracking from side to side, and making him turn again and again can make him a little dizzy (this animation is the same as the Dizzy button).

Pounce

If the object Roboreptile is tracking is stationary straight in front of his face (both sensors triggered) for about 3 seconds, he will move towards it depending on his mood.

When in Hungry Mood he will lunge and jump for the object.

In Satisfied Mood, Roboreptile is lethargic and will still lunge but less vigorously.

Roboreptile will return to Free Roam after all visual interaction ceases.

IMPORTANT
Roboreptile's Infrared Vision System is based on reflection. This means that he can see highly reflective surfaces like white walls or mirrors more easily and at greater distances. When hooded Roboreptile's vision system is off and he does not have Infrared capabilities.

TOUCH SENSOR

Roboreptile is equipped with a Touch Sensor, which allows him to respond to human interaction.

The Touch Sensor is located on Roboreptile's back, at the base of his neck. He only likes his touch sensor being pressed when he is Hooded. See subdued below.

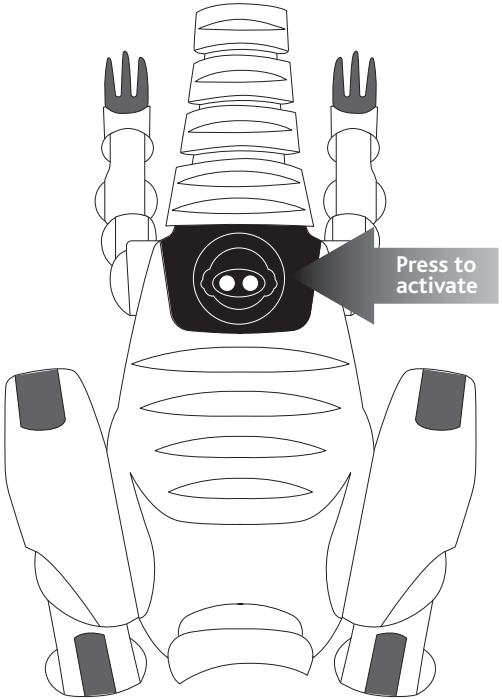
In direct control mode Roboreptile can easily be put into Free Roam without the use of the remote controller by pressing the Touch Sensor. Roboreptile will perform a short animation and enter Free Roam.

Obstacle avoidance, turning, and walking backwards will disable the Touch Sensor to allow Roboreptile to safely complete his move.

Hooded Mood - Subdued

Roboreptile likes his touch sensor being pressed in Hooded Mood. Single or double pat the sensor for different reactions.

Top view of Roboreptile



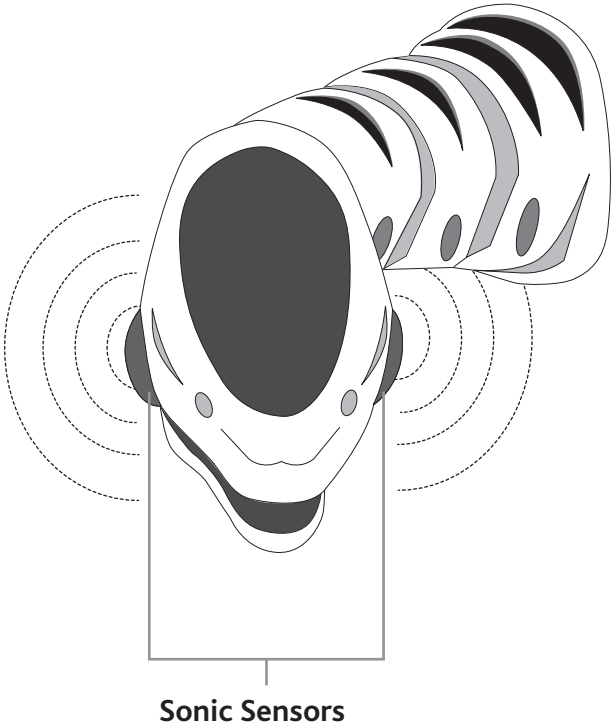
SONIC SENSORS

Roboreptile has Sonic Sensors located on either side of his head, just behind the jaw. These enable him to detect sharp, loud sounds (like a clap) to his left, right, and directly ahead.

When he hears a sound he will run towards it.

Roboreptile listens when he is stationary, not wearing his hood, and when he isn't in Program Mode. When he is performing a movement or animation his Sonic Sensors are turned OFF.

Front view of Roboreptile



Walk

Cycle continuously through 'Forward' (Layer 1) to alter Roboreptile's gaits.

Push once for	Walk 1 - 4 legs	Fast
again for	Walk 2 - 4 legs	Slow
again for	Walk 3 - 2 legs	Big step
again for	Walk 4 - 2 legs	Small step
again for	Back to Walk 1	

To cycle through each walk, the Forward button must be pressed when Roboreptile is still walking, otherwise he will start from Walk 1.

Jump

Cycle between 2 or 4 legged jumping by pressing Forward in Layer 3. The initial jump style depends on whether Roboreptile is on 2 or 4 legs.

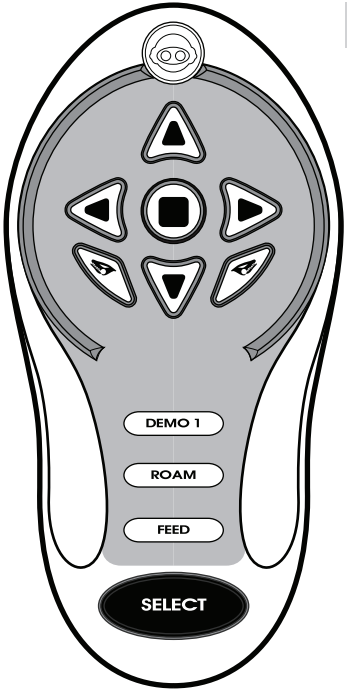
Turning

Pressing left or right will make Roboreptile turn immediately in that direction as you face him. Press the same direction button again during the turn and Roboreptile will start a walking turn.

Cycle between these two turns with each press of the same direction button.

Walking forward, backwards, or turning lasts for about 30 seconds. This does not include the time spent in obstacle avoidance.

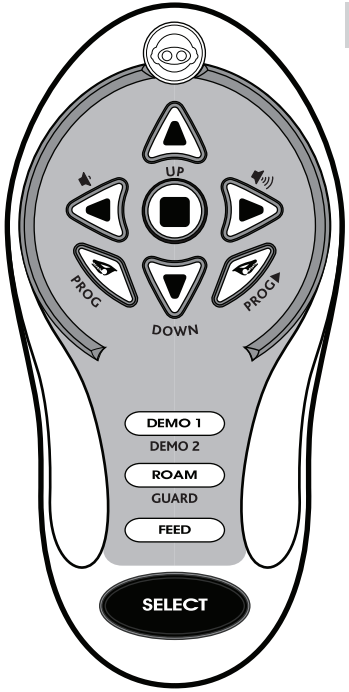
NOTE
Pressing turn will interrupt a walk.



NO LIGHT

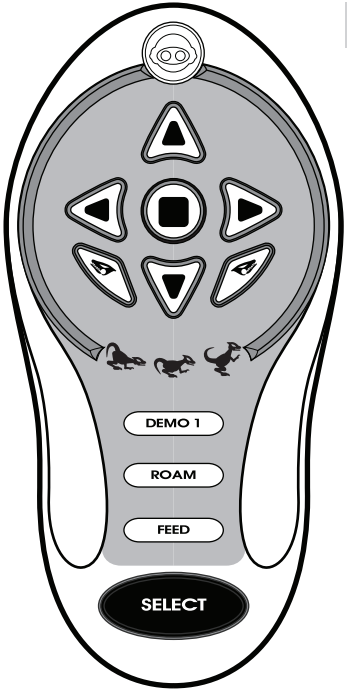
Stop		Press to stop Roboreptile from performing his current action.
Forward		Press forward to cycle through Roboreptile's four walking gaits. (see Walk on p.11)
Backward		Press to make Roboreptile move backward.
Left		Press to make Roboreptile perform a stationary turn, press again while he is moving to perform a walk turn.
Right		Press to make Roboreptile perform a stationary turn, press again while he is moving to perform a walk turn.
Head left		Press head left and Roboreptile will look left then back to the front.
Head right		Press head right and Roboreptile will look right then back to the front.
Demo 1	DEMO 1	Press demo to make Roboreptile perform a preprogrammed demonstration of movement and animations.
Roam	ROAM	Press to put Roboreptile into Free Roam from Direct Control Mode.
Feed	FEED	Press and hold Feed for Roboreptile feeding interaction (see p.7)

NOTE
Control Roboreptile as if he is your reflection in a mirror.
Command example: Press Left and he will move to his Right. Press Right and he will move to his Left.



RED LIGHT

Stop		Press to stop Roboreptile from performing his current action.
Body Up		Press for body up - 2 legs. (Button will do nothing if already in this position).
Body Down		Press for body down - 4 legs. (Button will do nothing if already in this position).
Volume Down		Press to turn the volume down. Interrupts any functions being performed.
Volume Up		Press to turn the volume up. Interrupts any functions being performed.
Program Mode		Press to enter Program Mode. (see p.15)
Program Play		Press to make Roboreptile play the program stored in his memory. If there is no program stored, he will perform a 'stop'. (see p.15)
Demo 2	DEMO 1	Press to make Roboreptile perform a preprogrammed demonstration of animations.
Guard Mode	ROAM	Press to put Roboreptile into Guard Mode. (see p.16)
Feed	FEED	Press and hold Feed for Roboreptile feeding interaction (see p.7)



GREEN ANIMATED LIGHT		
Stop		Press to make Roboreptile from performing his current action.
Jump		Press to make Roboreptile perform jumps. (see Jump on p.11)
Sweep		Press to make Roboreptile perform a sweep.
Left Tail Strike		Press to make Roboreptile perform a left tail strike.
Right Tail Strike		Press to make Roboreptile perform a right tail strike.
Attack		Press to make Roboreptile attack.
Shake		Press to make Roboreptile shake.
Dizzy	DEMO 1	Press to make Roboreptile dizzy.
Bite	ROAM	Press to make Roboreptile bite.
Feed	FEED	Press and hold Feed for Roboreptile feeding interaction (see p.7)

PROGRAM MODE

IMPORTANT
By entering Program Mode, the existing program (should one be present) will immediately be cleared.

A 20-step program can be made using the Direction and Animation buttons.

To ENTER Program Mode press the Program Mode Button. Roboreptile will get up on his back legs and will not move once in Program Mode.

Programming your Roboreptile

The user can choose a combination of controller commands from all three layers of the controller to form a program.

There are 20 steps in each program. When the user enters a step successfully, a confirmation will be sounded. When Roboreptile is unable to perform a step, a denial will be sounded.

The following functions cannot be included in the program:

– Demo Modes
– Guard Mode
– Volume Control
– Feed
– Stop
– Roam

Playing the Program

The user can replay the program at any time by pressing the Program Play button.

Exiting Program mode

To exit Program Mode immediately, press Program Play. Roboreptile will perform a program if one is stored.

To exit Program Mode, the user can leave Roboreptile for approximately 30 seconds

Without entering any commands, Roboreptile will enter Free Roam Mode after about 60 seconds. If commands have been entered, Roboreptile will perform the routine.

NOTE
Pressing STOP will sound a denial. It will not exit Roboreptile from Program Mode, as it does not register as a programmable command.

Clearing the Program

Pressing Program Play immediately after entering Program Mode will eliminate the program, as will refraining from entering any program steps.

NOTES
Press the Feed button will interrupt Program Mode. Roboreptile will start his Feed routine.
The program memory is cleared when Roboreptile is turned off.
It is not recommended to use the "Body Down" function in a program sequence.
Roboreptile will automatically start in the 4-leg position for most actions.

VOLUME CONTROL

Roboreptile's volume can be adjusted using the Volume Control function. When he is powered ON his default volume setting is High.

Volume Up In layer 2

Volume Down In layer 2

There are three volume settings

1 High
2 Low
3 Mute

NOTE
Altering the volume when Roboreptile is performing a function will cause the function to stop.

GUARD MODE

Put Roboreptile into Guard Mode to watch over the area immediately around him.

Guard Mode ROAM In layer 2

He will get up on his back legs and become stationary. He will then use his Infrared Vision Sensors and Sonic Sound Sensors to guard the area immediately around him.

If he hears a sound or sees movement he will either

A perform a default animation
B perform a user programmed routine (if one is programmed)

After about 20 minutes he will power down.

To exit Guard Mode press ANY button.

CAUTION
Do not put Roboreptile near the edge of a table since he could fall off when becoming animated.

• Control Roboreptile as if he is your reflection in a mirror.

Command example
Press Left and he will move to his Right.
Press Right and he will move to his Left.

• Roboreptile responds to remote control commands more easily when you are in front of him. He will not see as well if the controller is behind him.

• Infrared functions can be affected by bright sunlight, fluorescent and electronically dimmed lighting.

• Upon activation Roboreptile will be sensitive to vision and touch. When he has stopped moving he will be sensitive to sound.

• When stationary in direct control mode, Roboreptile will enter Free Roam Mode if there is no command in around 30 seconds.

• If the ambient light level is too low, Roboreptile will think his hood has been put on.

• When commanded to walk forward, backward, or turn the action will last for about 30 seconds. This time will be increased by obstacle avoidance.

• Upon activation Roboreptile will become animated. Do not stand him at the edge of a table or stairs.

• If Roboreptile has trouble performing his animations and is too slow, replace his batteries.